Shuffleboard 3D for Windows
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2. About Shuffleboard 3D for Windows

In Shuffleboard 3D, you are up against the computer in a game of shuffleboard. The court is shown in a three-dimensional perspective view. You aim and propel your discs to the scoring diagram at the opposite end of the court using a mouse instead of a cue. Three computerized opponents, each with his own playing style, will challenge your skill.

System requirements for running Shuffleboard 3D: IBM-compatible computer with a mouse and Windows 3.1.

1. How to Register this Copy of Shuffleboard 3D

Support cheap software through the shareware concept! If you decide to use this software after a 10 day trial period, please become a registered owner by sending your name, address, and a check or money order for US$6.00 to:

Walter A. Kuhn
4225 Halfmoon Circle
Liverpool, NY 13090

Please specify that you wish to register Shuffleboard 3D for Windows. You may enclose your internet address to get news of new revisions.

You'll get a registration number by return mail. To enter the number, select "Register" from the menu, then type your name and the number in the dialog box.

If you need to have Shuffleboard 3D for Windows mailed to you on a floppy disk, add $5.00 and specifiy disk size (3.5 or 5.25 inch, high density only).

FOREIGN ORDERS
For checks drawn on banks outside the USA, please add US$10.00 to cover the bank transfer fee.

3. Playing Shuffleboard 3D for Windows

The object of the game is to propel discs by means of a cue onto a scoring diagram at the opposite end of the shuffleboard court. In Shuffleboard 3D, you play the red discs and the computer plays the black ones. Your computer opponent will prompt you (in the status bar at the bottom of the screen) when it is your turn to shoot.

To propel a disc, point to it with the mouse cursor, then press and hold the left mouse button. Pull back on the mouse, and an aiming line appears to control disc speed and direction. When you release the left mouse button, the disc will be fired.

You control disc speed by how far back you pull the mouse. The farther you pull back, the faster the disc will go when released. You control disc direction by the direction in which you pull back on the mouse. The aiming line indicates the direction of travel.

In the upper left corner of the screen, there is a blowup of the scoring diagram, as seen from above. The top view shows which discs are on the scoring diagram. Remember, a disc must be completely inside one of the scoring areas, not touching the lines, to count.

The score is shown in the upper right corner of the screen. Remember, the points on court don't get added to the score until all eight discs have been played.

Each game is to 75 points, and three games make a match.

4. About Your Opponents

There are three different computer opponents to try your skills: Aunt Mildred, Billy (a kid), and Joe Smith. You choose which opponent to play against using the "Opponent" selection from the "Game" menu.

Aunt Mildred is grandmother first and a shuffleboard player second. Her style is conservative, and she is much to kindly to knock your disc off the target.

On the other hand, Billy is a typical teenage kid who lives for the thrill of blasting away at any disc you may be fortunate enough to land on the scoring diagram. However, he is inclined to take risks beyond what his skill level merits.

Joe Smith is just an average kind of guy. His playing style is not too risky but not too conservative.

You can set your opponent's expertise by choosing "Skill Level" from the "Game" menu.

5. Saving and Restoring a Game

You can save a match in progress and return to finish it at a later time. To save a game, choose "Save" or "Save as" from the "File" menu. Remember the name of the file where your game is saved.

To return to a previously saved game, select "Open" from the "File" menu. You will need to select the file where the game was saved.

6. Shuffleboard Rules

The official rules for Shuffleboard are maintained by the National Shuffleboard Association, Inc., Trailer Estates, Box 6343, 2010 Iowa Ave., Bradenton, FL 33507. The following is a summary of the official rules.

Playing Rules

Play alternates (red, then black) until all discs are played. Red plays from the right side from the head of the court, and from the left of the foot.

All National tournaments are best two out of three 75-point games.

Players place their discs in and play them from their respective half of the 10-off area.

When a disc stops before the farthest dead line, but not touching the dead line, it is a dead disc and is removed from play.

Scoring

After all eight discs have been played, score all discs on diagram within and not touching lines; separation triangle in 10-off area not considered.

Play continues until all discs have been played in the half round, even if game point has been reached.